

5 What Is Claimed:

1. A method for achieving collaboration among a plurality of users in the visualization, creation analysis and editing of multimedia content, the users having access to a computer network via client computers,
10 comprising the steps of:

providing a computer on the network which acts as a collaboration server;

at the server, generating executable code which is effective, when run on a client computer, to create a user interface including:

15 a first component operable by a user to control selective, linear and nonlinear playback of the content;

a second component operable by a user for linear and non-linear multimedia editing and annotation of content;

20 a third component permitting real time and time-shifted interaction among users; and

a fourth component for storage of edited or annotated content in memory accessible through the server without overwriting the original content; and

25 conveying the executable code to a client computer for execution therein so that content may be shared by plural users for visualization, analysis and editing.

2. The method of claim 1 wherein the content is one of text, presentation slides, vectorial animation, frame-based animation, and video.

30

3. The method of claim 2 wherein the content is video embedded in a Macromedia Flash or Shockwave object.

4. The method of claim 1 wherein the first component includes
35 a timeline based tool.

5 5. The method of claim 1 wherein the executable code further includes a fifth component permitting upload of an object from one of the client computers to memory accessible through the network.

10 6. The method in accordance with any preceding claim wherein the network is the Internet, users communicate with the server via a conventional web browser, and the executable code is embedded in a web page sent to the user.

15 7. A method for achieving collaboration among a plurality of users in the visualization, creation analysis and editing of multimedia content, the users having access to a computer network via client computers, comprising the steps of:

 providing a computer on the network which acts as a collaboration server;

20 at the server, generating executable code which is effective, when run on a client computer, to create a user interface including:

 a first component operable by a user to control selective, linear and non-linear playback of the content;

25 a second component operable by a user for linear and non-linear multimedia editing and annotation of content, the output of the second component being placed in a transparent layer above the content; and

 a third component for storage of edited or annotated content in memory accessible through the server without overwriting the original content; and

30 conveying the executable code to a client computer for execution therein so that content may be shared by plural users for visualization, analysis and editing.

35 8. The method of claim 7 further comprising a fourth component permitting real time and time-shifted interaction among users.

5 9. The method of claim 8 wherein the executable code further includes a fifth component permitting upload of an object from one of the client computers to memory accessible through the network.

10 10. The method of claim 7 wherein the content is one of text, presentation slides, vectorial animation, frame-based animation, and video.

 11. The method of claim 7 wherein the content is video embedded in a Macromedia Flash or Shockwave object.

15 12. The method of claim 7 wherein the first component includes a timeline based tool.

 13. The method in accordance with any one of claims 7-12 wherein the network is the Internet, users communicate with the server via a conventional web browser, and the executable code is embedded in a web page sent to the user.

25 14. In a system for achieving collaboration among a plurality of users in the visualization, creation analysis and editing of multimedia content, the users having access to a computer network via client computers, the system comprising:

 a computer on the network which acts as a collaboration server;

30 the server being programmed to generate executable code which is effective, when run on a client computer, to create a user interface including:

 a first component operable by a user to control selective, linear and nonlinear playback of the content;

35 a second component operable by a user for linear and non-linear multimedia editing and annotation of content;

 a third component permitting real time and time-shifted interaction among users; and

5 a fourth component for storage of edited or annotated content in memory accessible through the server without overwriting the original content; and

 a transmitter acting over the network to send the executable code to a client computer for execution therein so that content
10 may be shared by plural users for visualization, analysis and editing.

15 15. The system of claim 14 wherein the content is one of text, presentation slides, vectorial animation, frame-based animation, and video.

 16. The system of claim 15 wherein the content is video
15 embedded in a Macromedia Flash or Shockwave object.

 17. The system of claim 14 wherein the first component
20 includes a timeline based tool.

 18. The system of claim 14 wherein the executable code further
includes a fifth component permitting upload of an object from one of the client computers to memory accessible through the network.

25 19. The method in accordance with any of claims 14-18 wherein the network is the Internet, users communicate with the server via a conventional web browser, and the executable code is embedded in a web page sent to the user.

30 20. In a system for achieving collaboration among a plurality of users in the visualization, creation analysis and editing of multimedia content, the users having access to a computer network via client computers, the system comprising:

 a computer on the network which acts as a collaboration
35 server;

 the server being programmed to generate executable code which is effective, when run on a client computer, to create a user interface including:

5 a first component operable by a user to control selective, linear and non-linear playback of the content;

 a second component operable by a user for linear and non-linear multimedia editing and annotation of content, the output of the second component being placed in a transparent layer above the content; and

10 a third component for storage of edited or annotated content in memory accessible through the server without overwriting the original content; and

 a transmitter acting over the network to convey the executable code to a client computer for execution therein so that content
15 may be shared by plural users for visualization, analysis and editing.

21. The system of claim 20 further comprising a fourth component permitting real time and time-shifted interaction among users.

20 22. The system of claim 21 wherein the executable code further includes a fifth component permitting upload of an object from one of the client computers to memory accessible through the network.

23. The system of claim 20 wherein the content is one of text,
25 presentation slides, vectorial animation, frame-based animation, and video.

24. The system of claim 20 wherein the content is video embedded in a Macromedia Flash or Shockwave object.

30 25. The system of claim 20 wherein the first component includes a timeline based tool.

26. The system in accordance with any one of claims 7-25 wherein the network is the Internet, users communicate with the server via a
35 conventional web browser, and the executable code is embedded in a web page sent to the user.